



THE FIRST DEDICATED ATARI LYNX AND JAGUAR MAGAZINE IN THE WORLD

ATARI ENTERTAINMENT

£1.20

REVIEWS

CYBERMORPH
BATTLEWHEELS
DESERT STRIKE
MALIBU VOLLEYBALL
CRESCENT GALAXY
AND MORE

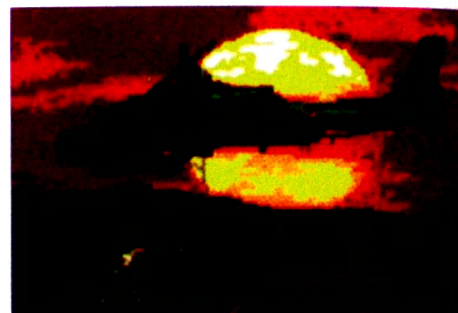
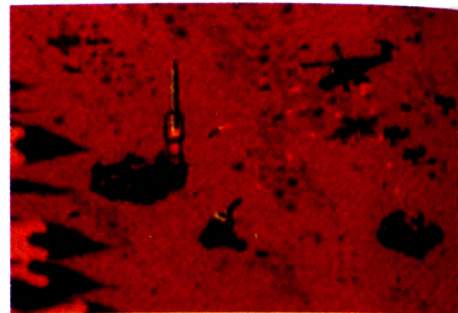
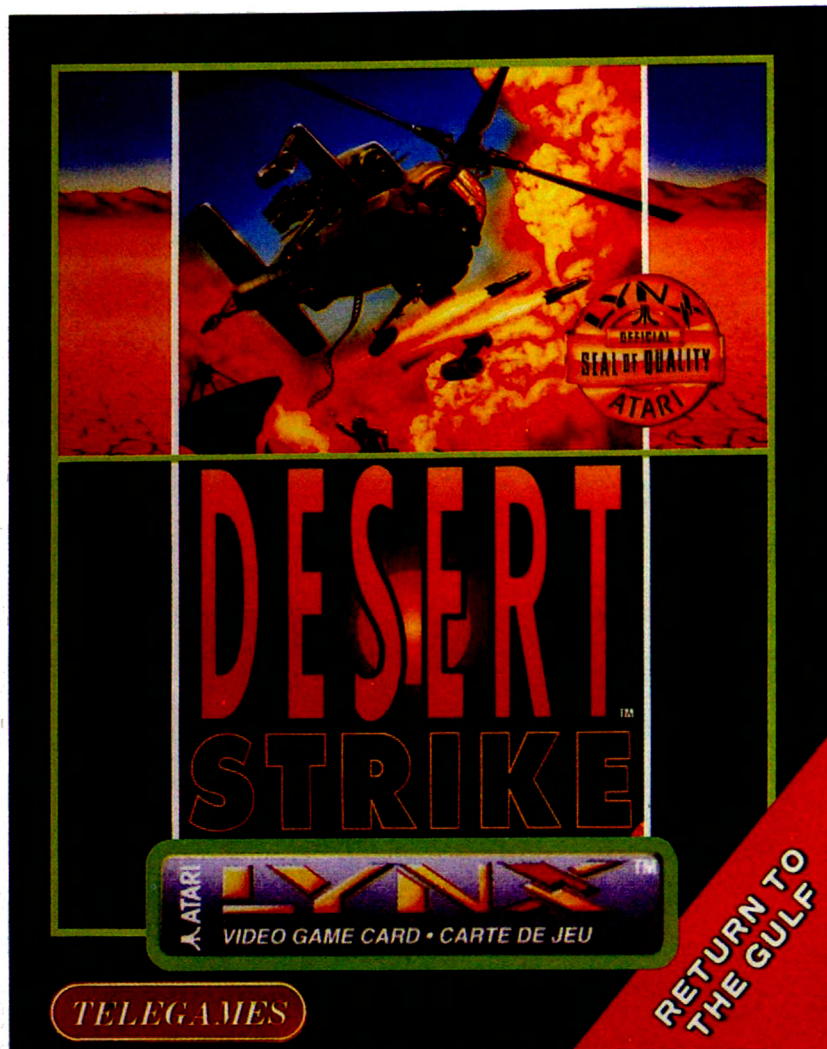
HINTS & TIPS

ALL THE CODES TO
THE MOST FRUSTRATING
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AND MORE

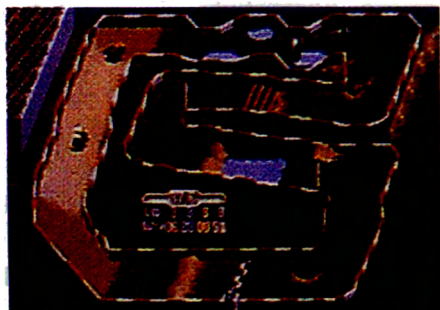
PREVIEWS OF ALIEN V'S
PREDATOR AND
CHEQUERED FLAG





You must annihilate a ruthless tyrant's military arsenal. Tear into his air force and smoke his private yacht as you do battle over land, air and sea in over 20 fiery missions using all the force you can to establish superiority. All the features of the Electronic Arts classic included in this highly acclaimed game. CVG Rated 93%, Atari Entertainment 90%.

SUPER OFF ROAD



Super Off Road: All the thrills of the real off road racing with all-out dirt grinding, high-gear competition. Watch out for mud holes, jumps, and other obstacles as you negotiate many stadium off-road tracks. Based on number 1 arcade hit!



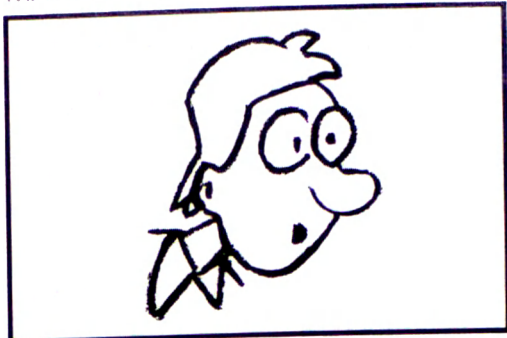
DOUBLE DRAGON



Double Dragon: Twin brothers use expert knowledge of martial arts, various weapons and street smarts to rescue their friend Marian from the Black Warriors, the savage street gang of the mysterious Shadow Boss! Non-stop action in one of the world's classic game now in your hands.

THE GUILTY PARTY

MANAGING EDITOR: EDWIN



Edwin (23), college dropout and would-be film director, is probably one of the least qualified magazine editors in Britain. Started LU as a (successful) scam to get free games.

ASSISTANT EDITOR: ALEX



Zarlor Mercenary guru, and all round smart ass. Claims to be the only person ever to have completed Shadow of the Beast in one go.

ASSISTANT EDITOR: STEVE



Programmer extraordinaire, and all round Computer games fanatic. Still has a working Atari 800XL computer (and admits to it!).

Design Consultant: Andrew Blanchard
Writers: Dumoulin Dennis, Chris and Paul.

Additional Artwork: David and Tony Wall.
We would like to also thank Pete Mortimer. Who had faith in us when no-one else did. Darryl Still who still takes my calls. To all the lads at the Cavern (Kev, I hope you are doing okay). Karl Pavelin and Daniels of Windsor and of cause Steve at Console Concepts.

EDITOR'S TALK

Welcome to the first issue of Atari Entertainment magazine. AE is the first dedicated Atari Lynx and Jaguar magazine in the world (so beat that!). AE is

the son (daughter) of Lynx User magazine. To all our readers at LU we hope that you enjoy the new magazine, and keep reading AE. We promise to maintain our Lynx coverage and hopefully expand it over the coming year.

So why have we taken this decision to change? Well about three months ago we caught a glimpse of the new Jaguar. At the time the software was in its early stages of development, but we saw a glimpse of the future. A machine with the power of a 486 PC yet at only \$250 (in the end it never made the \$200 mark) was going to be a serious challenge to Sega and Nintendo. Well the early signs are good. In the USA where the machine has been out for less than a month, it has sold surprisingly well with the initial batch of 50,000 machines already pre-sold. One shop in New York is said to have sold 70 machines in two hours. In the UK demand is also strong with one popular mail order company alone claiming to have 700 advance orders.

Well does this mean that Atari, the founders of the video game revolution are back? It's definitely too early to say, but the signs are good. But it's obviously going to depend on the software and the availability of it. With titles such as World Cup Kick Off in the works and a number of film licensees secured, it should give the machine a fighting chance in the console jungle. Before I go, I would like to say a big thank you to Kevin Moseley for all the help you have given the magazine in the past. Everyone have a great Christmas and a happy New Year, we will be back on March 31st with issue 2 Bye.....

ed

STATE SIDE

Here in the world's capital of consumerism where every commercial on TV seems to be promoting Coke, beautiful people sporting big teeth, small bodies and absolutely no hangups. I am a course in America, Houston to be exact. I have been sent here by the ATARI ENTERTAINMENT MAGAZINE to see just how our favourite handheld has faced up to this summer of discontent. As we all know ATARI cannot possibly compete with the budgets of both SEGA and NINTENDO in this handheld war, although this is mostly because of budget. With news filtering through to England that the American arm of TOYS R US (ATARI's biggest outlet in the U.S.) is about to drop the LYNX range, just how does the future look?



One of the largest continuing carriers of the LYNX range over here is the department store BABBAGES. Quite a small range was on display here which contained similar titles that are available in England but no new ones other than ones that have appeared as Grey Imports. This however is a temporary arrangement as they have just received notification that the system is to be dropped in February 1994. TOYS R US contrary to reports in the U.K. still carry a substantial range of software titles however they have dropped the hardware. The COMPUTER EMPORIUM also continue to stock a small selection but did to my surprise have a recent

title. PIT FIGHTER sells here for \$37 (£25.00). The manager told me when I took the title to the counter "We haven't had a new title for around six months and have had no notification to expect anything in the near future. The next thing I expect to hear from head office is that we are to drop the system. Technically it's the best system but there is just no support and even less software." (Where have we heard that before?).



I also asked him how the other handhelds were doing? "Handhelds on the whole don't do very well over here most people buy the larger consoles which attach to the TV. The SNES does very well as does the NES but we seem to sell very few MEGA DRIVE titles."

And now the all important question. What does he think of the JAGUAR? "You know ATARI have been rumoured to be bringing this system out since the beginning of the year. I've heard all sorts of stories about the brilliant graphics and sound but people are yet to be convinced of this. I think they've lost a lot of face when they let down the LYNX users. It's also going to have to be pretty spectacular to pull people away from their existing consoles."

Now for the good news... the JAGUAR has been very well received over here and ATARI promise an excellent range of software. The plus here for all LYNX users is because of this renewed interest in ATARI as a company. The LYNX is once again set to take over the handheld wars with all major distributors promising to restock the entire range by Christmas.

ANDREW BLANCHARD

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MALIBU BIKINI VOLLEYBALL

Malibu Bikini Volleyball. The name evokes images of sun blessed sands covered with bronzed men and women, leaping up and down like demented kangaroos. Did I say men? Yup, in fact there seem to be more male volleyball players in this game than female - curiously enough, they don't wear bikinis. This game should probably have been called: 'Malibu Boxer Shorts Volleyball'. Not quite as catchy a title, but politically correct. So are there any bikini clad females to be seen? Well yes, there is one - a rather good digitised picture of a bikini wearing beauty introduces the game. Her name is Karen Isely, or so we're told in the credits, we are not told whether or not she plays volleyball in real life, and quite frankly: who cares. Right, on with the review (is that enough padding Ed?)

The first thing you notice when you plug this cart in is the presentation. The opening screens are excellent, from the Handmade Software logo, up to the guy smashing volley balls at you between credits - it's classy stuff. This quality is carried on with the selection screen where you are given the option to choose from a number of game parameters. You can pick whether you want to play a single game (and at what level) or tournament, whether there is wind, how long the game lasts, how many points you need to win, the speed of the ball and whether or not you want a guide to where your man should stand to hit the ball. From the options screen we progress to choosing who serves first. Again a great piece of animation as a coin is flipped and caught by a hand. Then it's on to the game itself. And this is where things start to look a little dodgy. At this point I was keyed up, the opening screens and sequences had prepared me for a superior sports sim with great animation, ball movement and excellent playability. MBV, unfortunately, has none of these. The figure sprites are reasonably well defined, but poorly animated. Their movements are jerky and unrealistic. The ball floats through the air convincingly enough, until you try to hit it. You then discover that MBV has the worst collision detection seen on a Lynx game since Hard Driving (harsh but true). Example 1: the ball is

high above your player's head - I mean he's at the bottom of the screen and the ball's at the top, inches away - you press a button, wham your player moves his hand and the ball mysteriously floats back over the net. At no point did your player's hands and the ball come anywhere near each other. Example 2: You run into your partner, all the way through and out the other side. Surely it would have not been difficult to include an option for player interaction. It would have been much better if you could knock your partner over by running into her, rather than just acting like she wasn't there. Example 3: the only way you will ever hit the ball is by pressing your button long before the ball gets anywhere near your player. If you wait until ball and player are in the logical position for effective interaction, you're going to miss every time. Example 4: you stand in the red box that is supposed to guide your player to the correct place to hit the ball, you press the button while the ball is high in the air - and miss. There is no leeway given in this game for hitting the ball. In real life it's common to slice a ball, or mishit anywhere on the court - there is no attempt to mirror reality in this game. You either hit the ball perfectly or not at all; and generally it's not at all.

The playability also falls down on the moves themselves. You can hit the ball with both hands, set it up for your partner by knocking it high into the air and - if you are extremely lucky - smash a high ball over the net. You can also block the ball. However: which move you use is dictated solely by the computer. All you do is press button A or B (doesn't matter which) and the computer will take what it thinks is the correct action. The only time you get a choice is during service, when you can choose to throw it up into the air and smash it (bad idea) or simply knock it over the net. This lack of thought in making your move makes the gameplay very boring and reduces it to merely trying to be in the right place when you press a button. While MBV falls down on the important stuff it stands out on the peripherals, the music for instance. During play pressing Option 2 will take you into the Music

Programming Screen; and this is a little bit smart. There are ten toe tapping background tunes (General Lynx Tip: buy a cheap pair of external speakers for personal stereos and plug them into your Lynx's headphone socket - you will be surprised just how much richer the sound is). The music screen has a setup similar to standard music CD controls. You can program up to twenty tunes to play one after the other, in any order. Repeat a tune or program, fast forward a tune (which is fun) and generally do anything you can do with a CD. This is a great bit of programming and should be a standard feature on all games. But good as it is, it really doesn't help MBV make the grade. When all is said and done Malibu Bikini Volleyball is a sports sim. Sports sims sink or swim on their playability, certainly Linking up with one or more players would make this a much better game, but even that would do nothing to improve the appalling playability. It's a real shame when I get a game that has obviously had as much care and attention applied to aspects of it as this one has. It looks great, it sounds fantastic - but it plays like a piano without a keyboard.

And while I'd like to, I can't in all honesty recommend you rush out and buy this. The best I can do is suggest you check it out at a shop first and make up your own minds. I personally would not buy it.....

GRAPHICS  80%

SOUND  90%

PLAYABILITY  60%

OVERALL  60%

MACHINE : ATARI LYNX

COMPANY :
ATARI

FORMAT:
CARTRIDGE

AVAILABLE :
NOW

PRICE :
£29.99



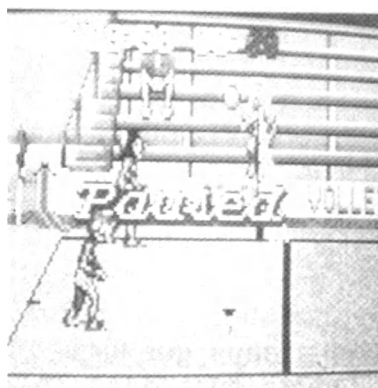
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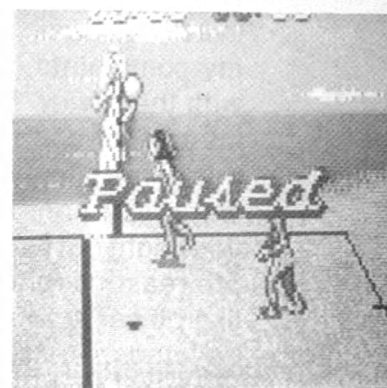
SOME YOUNG BIKINI CLAD
GIRL. NICE PICTURE



TOURNAMENT SELECTION



NICE SERVE. I SUGGEST YOU
HIT THE BALL A LITTLE HIGHER
NEXT TIME



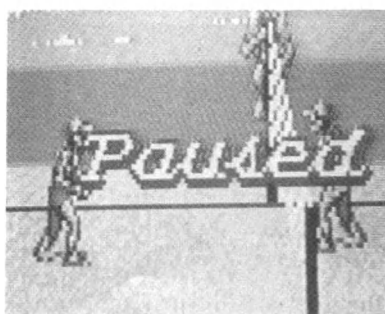
YOUR OPPONENTS ARE
PRETTY CRAP, SO TAKE IT
EASY



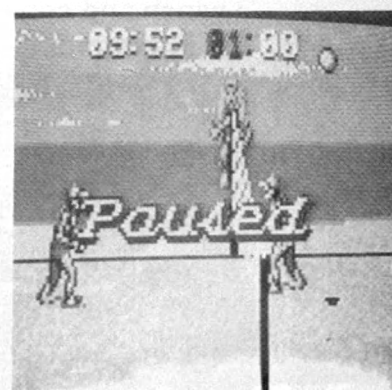
BAD MOVE. NOW YOU HAVE
LOST THE SERVE AND THE
ADVANTAGE



PROGRAM THE CD TO PLAY
SOMETHING ELECTRIFYING



MAKE SURE YOU ARE IN THE
CORRECT POSITION TO
RETURN THE BALL

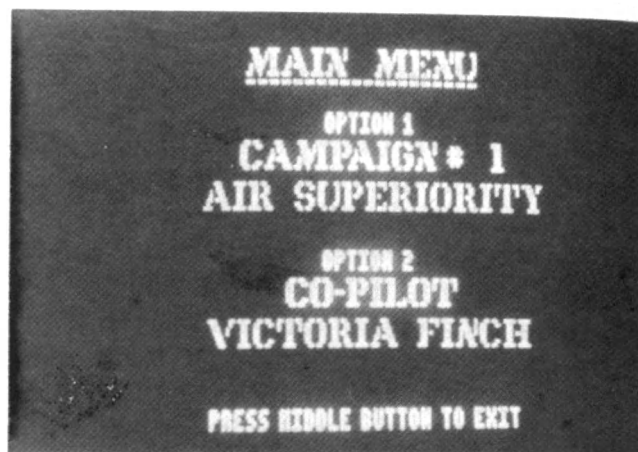


NICE RETURN. LOOKS LIKE
YOU HAVE WON THE GAME

DESERT STRIKE

Desert Strike: The Game - Wot, more Oil ? Electronic Arts: okay so they're a large, succesful (wealthy) video games company with a string of hit titles to their credit and I'm just a lowly reviewer with empty pockets. But is that any reason for them to get the full working copy of Desert Strike and yours truly to get the unfinished EPROM with more bugs in it than a tramp's underwear ? But enough of my complaints (no matter how justified) on with the review ! This is a shoot-em-up. But it's a shoot-em-up with serious Depth. Not for this game simply blowing away everything in sight (you can, but unless you're american you might not want to kill your 'buddies') there are reasons for blowing things away. Things like power stations, radar stations, airports, buildings, tanks, people, jeeps, gun turrets, chemical factories, towers, missile launchers, boats etc, etc. There are a considerable number of things to 'blow away', and a reason for disposing of each. All the sprites are detailed, clear and where appropriate, animated. And to render these pretty sprites defunct you're given a helicopter, with teeth (ALA Steel Talons: Minigun, rockets and guided missiles).

The helicopter is superbly animated, maneouverable and versatile, although it is prone to running out of fuel, armour, bullets and rockets. Dotted about the landscape (over which you fly hither & yon at will) are various supply dumps with which to repair & restock your craft. Also running about the dunes are little green men. Your helicopter is fitted with a winch and can pick these little green men up. By offloading a chopper full of men (you



can only carry six at a time) you can restore your armour. On later stages you get to carry commandos and drop them at various sites. All objects and supplies are shown on the map which you access by pressing Pause. This also let's you know the status of all targets and how far into the mission you've got. The game itself is divided up into four campaigns. The first simply sets the scene letting you get used to the helicopter, the adversaries and the sort of strategy each target requires. That said it's a large playing area and there are a number of objectives to carry out before the campaign is concluded. As the campaigns progress the objectives become more numerous and harder.

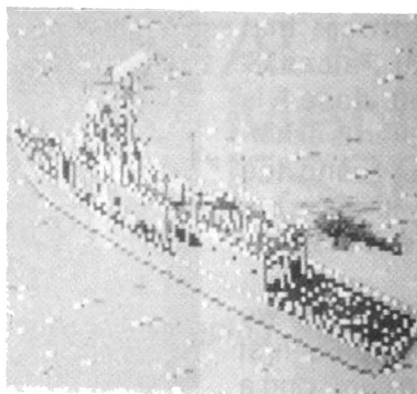
Campaign one consists of wasting a couple of airfields, interrogating an enemy commander (you have to chase & catch him with your helicopter winch) liberating a spy and obtaining some secret plans. Campaign two revolves around hidden SCUD carriers, POW camps and a chemical warfare factory. Campaign 3 is set in Embassy city, in the evening and leaps from the embassy carpark to a luxury yacht at sea and back to the embassy where your co-pilot (who aims the weapons and works the winch) leaps out of the helicopter and hijacks a bus which you then escort to the embassy to rescue 12 officials. Although, without a Co-pilot one imagines life is none too easy. Campaign 4 - and I suspect few indeed will get this far under their own steam - is set at night and concerns the protection of the oilfields and a commando airlift. But that's a long, long way from Campaign #1. If (after months of practice) you were to play the game



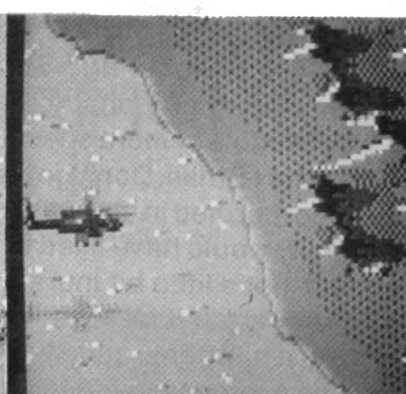
from Campaign 1, through to the end of Campaign 4 it would probably take about three to four hours. I kid you not this is a HUGE game! (In comparison: Shadow of the Beast takes twenty minutes) Fortunately there are passwords for each campaign, so once you've completed a level you never have to see it again. Unless of course you want to just fly around and blast things for the sheer hell of it (GREAT FUN).

The thing I like most about this game is the way you are free to fly your chopper anywhere you like, and while you are given a specific order to do things in, you can ignore this and do it your own way (I personally reckon that campaign 1 is much easier if you trash the command posts and rescue the spy directly after taking out the radar).

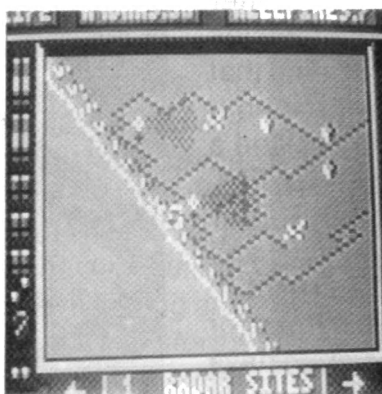
The buildings and scenery are excellent and change considerably from campaign to campaign. As do the enemy vehicles. And while you're the most armoured thing around, the tanks, speedboats & rapiers have better firepower than you do. This is not a game where you have everything your own way once you've got all tooled up. Nope, this is a shoot-em-up where planning and thought are as important as an itchy trigger finger. Copilots: as mentioned before your co-pilot is important, and there are several to choose from. The best 'Jake' can be rescued in Campaign 1 and henceforth will be your friend for life. And as if I don't do enough for you people, Jake's at the far right towards the bottom of the screen (not on the map as an MIA). Fly until you see the burning plane, shoot the sniper and pick Jake up with your winch. So Desert Strike is a big, sophisticated and graphically impressive shoot-em-up (with class), but like all the Telegames conversions I've seen: the sound is pretty poor. The fact that there is no one listed in the credits for sound effects might have something to do with this (just a hunch). In my humble (who am I trying to kid?) opinion it's about time telegames got hold of someone who knows one end of a crotchet from the other. There is a wokka-wokka sound in the background and simple tunes during set-up, the explosions go bang and your bullets & missiles go 'ping'. The sound's functional - but not great. Also this is not the fastest game you are ever likely to play. It all scrolls around at a pleasant enough pace, and is as smooth and responsive as you would expect from the Lynx, but -



LEAVE THE SAFETY OF THE SHIP AND HEAD OUT



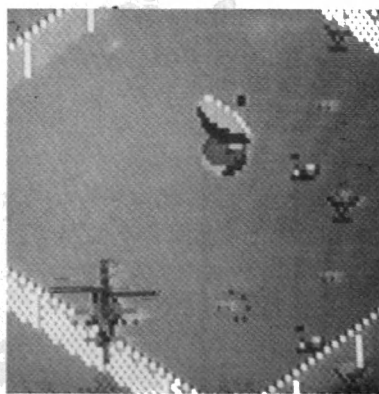
FIRST SIGN OF THE COASTLINE KEEP YOUR EYES PEELED



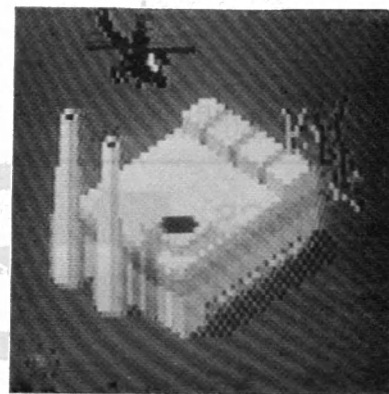
TAKE A QUICK LOOK AT THE MAP TO FIND YOUR TARGET



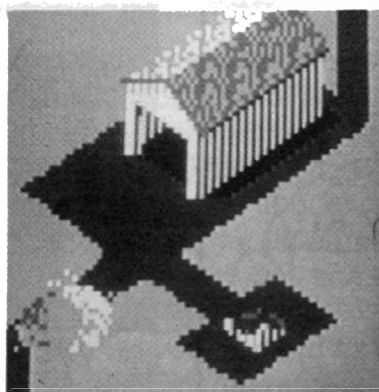
YOUR FIRST TARGET IS THE LIGHTLY DEFENDED RADAR



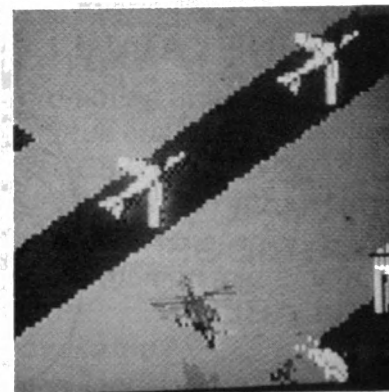
MAKE SURE YOU DESTROY BOTH RADAR SITES



YOUR SECOND OBJECTIVE IS THE POWER STATION



NOW ONTO THE HEAVILY DEFENDED AIRFIELD



DESTROY THE GUNS BEFORE YOU DO ANYTHING ELSE

you can't help thinking the hardware that handled Blue Lightning, Steel Talons & Warbirds with such consummate ease - is certainly capable of more speed than is exhibited in Desert Strike. Don't get me wrong, the game is not harmed in any way by its pace, but I personally would have liked to see the Lynx stretched just a little bit more.

So when we put it all together what do we have? As it happens, quite a lot. It's the first Electronic Arts conversion for the Lynx, and a quick glance at any gaming magazine will show that there are some stonking games in their back catalogue, who knows maybe after this we'll get some more (keep your tootsies crossed). It's a thoroughly original game that combines elements of strategy with all-out blasting. There are excellent graphics and a considerable amount of them. A USEFUL manual (and that in itself is a rarity).

This is a game that oozes 'playability', and will keep you awake long into the night in much the same way that Lemmings does (or will once it's released). In short what we have is a game that every Lynx owner should go out and buy (though what with release dates and Atari, life isn't always that simple) regardless of whether you like shoot-em-ups, simulators, puzzle games, strategy games or simply enjoy exploring computer generated landscapes: - this is the game for you, and you, and you and...

GRAPHICS  90%

SOUND  80%

PLAYABILITY  90%

OVERALL  90%

MACHINE : ATARI LYNX

**COMPANY :
TELEGAMES**

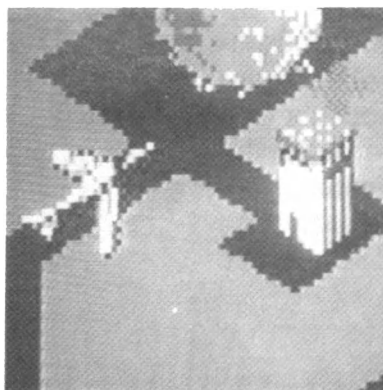
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CARTRIDGE**

**AVAILABLE :
DEC**

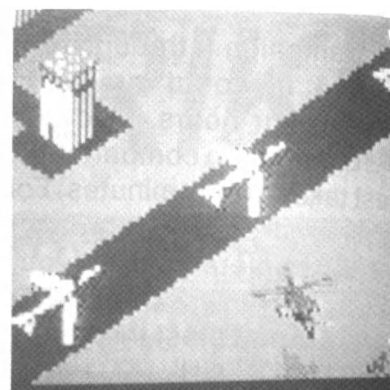
**PRICE :
£34.99**



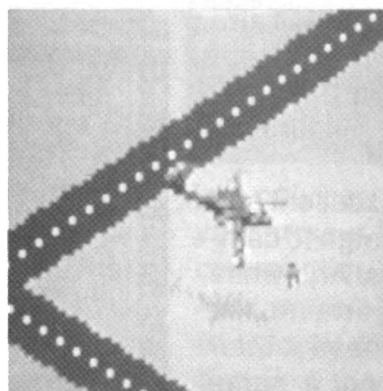
ALEX



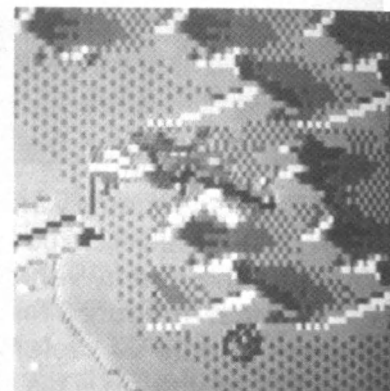
NOW TAKE OUT THE CONTROL
TOWER



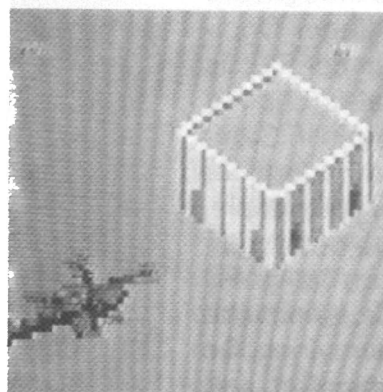
FINALLY YOU CAN DESTROY
THE AIRCRAFT IN SAFETY



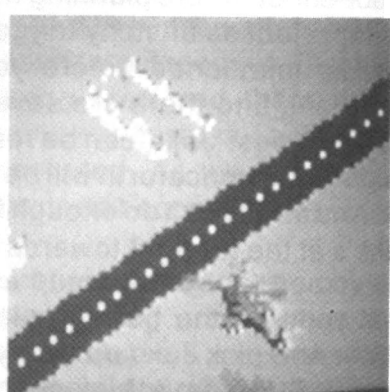
PICK UP A FEW MIA'S ON YOUR
WAY TO THE LANDING STRIP



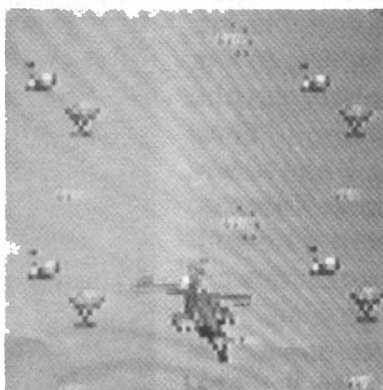
LAND YOUR HELICOPTER
AND GET SOME REPAIRS



TAKE OUT THE COMMAND
BUNKERS



DESTROY THE HUTS TO FIND
THE SECRET AGENT



WATCH OUT FOR THE
ARMOURED CAR



ONE MISTAKE AND YOUR
PUSHING UP DAISIES

THIS ISSUE WE TALK TO PETE MORTIMER, THE MAN BEHIND THE VERY SUCCESSFUL TELEGAMES

Ed How long has Telegames been developing games?

PFM The company has been established approximately 15 years now and some 7 years ago we developed games for the Atari 2600 and later for the Colecovision. Three years ago we started developing games for the Atari Lynx.

Ed Where can your Lynx games be bought?

PFM Most good stores carry both Atari's and our range of games, as with some other systems space is a problem with some stores so they have reduced the range of systems they stock, however if anybody has any problem our customer service department can help anybody who has any problem finding any Lynx (or any of the older systems that other stores have stopped selling) game or accessory they need.

Ed When did you first decide to do games for the Jaguar?

PFM At the end of last year we were involved with discussions with Atari. **Ed** What decided you to do games and how long before any Telegames titles will be available. **PFM** When we first saw the Jaguar specification we knew that this was going to be a special console with capabilities far in excess of anything else on the market. Due to the power and memory of the hardware and software game programming at the moment can take our people over a year to develop a game, which means in the early stages Jaguar titles will be in short supply. Our first title should be available after the official UK launch in 1994.

Ed What games are you planning to release?

PFM Due to license agreements and also because of the length of time to develop games we shall not be releasing too much information in advance. When the release date is known we will give details on the game - which should be approximately 3 - 5 months before release.

Ed Are you releasing any of your Lynx titles on Jaguar?

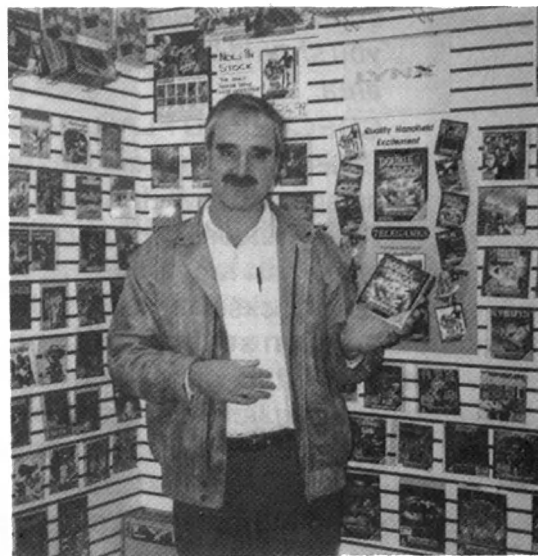
PFM There will be no direct conversion of our Lynx titles to the Jaguar, as new games will be able to be developed using the Jaguars capabilities, however we hope to have a mix of games to suit all types of owners covering classic type games and we are also discussing the licensing of top titles as we have done on the Lynx with titles such as European Soccer Challenge, Double Dragon, Super Off Road and Desert Strike.

Ed Will you be promoting your games at consumer shows next year?

PFM Over the past 3 years we have spent thousands of pounds promoting Lynx and our Lynx games, mainly to the retailer. During 1994 we are planning to continue our trade promotions on the Lynx but will also be showing our Jaguar titles - at the Winter CES in the USA in January we shall be showing and releasing details of our first Jaguar titles together with all our current and planned Lynx games. We hope to distribute in the UK all the Jaguar titles that are available, and are discussing with Atari the possibility of any joint consumer exhibition to promote the whole Jaguar range.

Ed How many Lynx and Jaguar games do you hope to have available?

PFM Depending on development schedules, manufacturing times, license agreements and many other considerations it is difficult to give exact information, but a total of 8-10 for next year should be available.



THE GOOD THE BAD, AND THE UGLY

Every issue we will be taking you back into the depths of the Lynx back catalogue, to see some of the gems (or games to avoid) which you should be able to pick up cheaply in your area.

CHECKERED FLAG

This is motor racing in the classic first person perspective (from just behind the car) a la Pole Position.

You can race at one of the eighteen available tracks or enter a eight race tournament. You can set the number of laps, number of computer cars, type of gears, colour of your car and your sex! The controls respond well and you will find the computer cars can give a good race but for a real challenge you can link up to 6 Lynx's and add up to four computer controlled cars for the ultimate race. As a one player game I would rate it about 75%, but when linked 90%

ROBOTRON 2084

The "William's" classic arcade game comes to the Lynx in this brilliant conversion by Shadowsoft. The game has you, a human with superhuman powers due to a genetic engineering error, trying to rescue the last Humans from the evil Robotrons.

The Robotrons are the ultimate species created by man but their infallible logic has decided that man is inefficient and therefore should be eliminated. All the sound is digitised straight from the arcade machine, the graphics whilst small are faithful to the original as are the levels. About the only feature of the arcade machine not included is the twin joysticks used to control the main character, but with three different control methods available you should be able to find one to your liking. Overall 85%

HOCKEY

At last a decent sports sim on the Lynx. This is a horizontally scrolling ice hockey game and is probably the best conversion of this sport on any computer or console. The game contains all the teams from the American NHL, all playing in their correct colours and each with different skill levels. The game

contains nearly all the rules (offside, cross checking, e.t.c), these can be turned off for rookie players and all the teams skills altered. The game includes penalty shots and fights, both of which can be practised seperately. With decent graphics and sound (especially during the flight), amazing playability and the option to link up against a friend, this has got to be one of the best games on the Lynx, if not the best. BUY IT, you have been told Overall 92%

GATES OF ZENDECON

This was one of the first games released for the Lynx and is still one of the best. Zendecon is a horizontally scrolling shoot-em-up which is set over 51 levels, your goal being to reach and kill the Zendecon Spider on level 51. You start the game with five lives, and along the way you can pick up extra weapons to help you in your mission. The graphics are good, especially the backgrounds, and the sound is reasonable.

Overall 85%

WARBIRDS

This is a first World War flight sim where you can pit yourself against up to three other bi-planes at once. Missions range from attacking a single rookie to taking on three Ace pilots. For the real hotshot you can take on the Red Baron himself and believe me he's very good. The graphics are a mix of filled polygons and sprites, the planes and the ground being 3D and the clouds (brilliant) being sprites. The sound is average, a sound chip machine gun and engine sound, digitized would have been nice. The gameplay is good but when linked then the real fun starts, each players plane can be set up differerently so even a rookie can compete on equal terms with an ace. With two people playing the dogfights are excellent but with four the combat should be stunning Overall 80%

JOUST

Another Shadowsoft conversion of a "William's" coin-op classic. Joust has you riding on the back of a cyborg ostrich trying to

knock computer controlled riders off their birds. You can link up with a friend to help you or compete head to head. The graphics and sound are average but faithful to the original. All in all a bit dated but still a classic and worth adding to your collection. Overall 70%

RAMPAGE

Another classic arcade game comes to the Lynx, this time in the form of Bally Midways tale of lab experimentation gone wrong, Rampage. In Rampage you play one of four humans who have been accidentally turned into monsters, and have to destroy cities in an attempt to find the lab technician with the antidote. On each level you must destroy all the buildings to get to the next city, this is done by punching the buildings repeatedly. The army has been called out to stop you and soon you find yourself being attacked from all sides, however you can replenish your energy by eating the local population or unlucky soldiers. The graphics are quite good but the sound is only average, but then again you can link up with three other friends to help you on your quest. But be warned! there is only enough antidote for one player, so make sure its YOU. Overall 60%

GAUNTLET 'THE THIRD ENCOUNTER'

Unlike the other computer versions of Gauntlet 3, the Lynx version retains the familiar overhead view of a maze in which you control a character in an attempt to find the exit. Of course this would be too easy so the usual assortment of evil creatures are out to stop you. At the beginning you can choose who you want to be from one of eight characters provided, you are then placed in the maze to begin your quest through forty levels to find the Star Gem. To help or hinder you along the way you can link up with three friends, each has a different character, which should increase your chances of success. The game is played long ways which takes a bit of getting used to, the graphics the sound are average but great gameplay, especially when linked makes this game well worth buying. Overall 80%

ISHIDO 'THE WAY OF THE STONES'

This game has you trying to place 72 coloured and patterned tiles onto a 92 square board, unfortunately things are never as easy as they first seem as you have to match the tiles with other ones of the same color or -

pattern. Your aim is to create as many 4-ways as you can, to do this the tile you put down must match 2 of the tiles next to it in color and another 2 tiles in pattern, sounds easy? (believe me its not). There is also an oricle included, the idea is to think of a question and when you get a 4-way, the oricle gives you a statement which is meant to help you answer your question, IT DOES'NT. Still a very playable game, especially at the £4.99 I paid for it at Boots.

Overall 60%

BASEBALL HEROES

Americas national sport arrives on the Lynx in the form of Baseball Heroes. This baseball game has much in common with games like Hardball but completely fails due to the abysmal fielding section.

The batting and pitching screens are the standard view from behind the batsman or pitcher and are implemented very well, the sprites being very clear and well animated along with some sampled speech making these bits fun to play. Unfortunately the fielding is really bad, the sprites are small and very hard to follow (especially the runners and fielders at the bases). Making a catch is very hard as you see the ball coming straight at you and this makes judging its height and length very difficult and ends in growing frustration which will have you turning off very quickly.

Overall 20%

ZARLOR MERCENARY

Zarlor Mercenary was one of the original games released with the Lynx and is still one of the best available. ZM is a shoot-em-up of truly classic proportions. It has six huge levels all complete with sprites, backgrounds and sound effects that would not be out of place in a modern arcade. It is faster than many arcade games I've played, has weapons variety to match the best and will cater for up to four players (and yes you can shoot each other as well as the aliens). If you like shoot-em-ups and you don't already have this game I have one thing to say: BUY IT NOW

Overall 90%

BLUE LIGHTNING

Blue Lightning is an excellent shoot-em-up, fast, responsive and with decent weapons. And while the gameplay is good it is the graphics that stand out. The landscapes and terrain you fly over are extremely realistic, smoothly generated and fully interactive. You can fly along railway tracks, hedgehopping trees, hills and telegraph poles that will kill you if you hit them. There are ocean sections, desert sections, mountain sections and many others. If your mate has an SNES and you're sick of his boasting of it's sprite handling, I guarantee a quick deco at BL will shut him up for good.

Overall 90%

Lies, Rumours and Just Plain Half Truths

Which of the above is a lie, are we about to enter a new age of Atari, products that actually ship, systems that are more than vapourware??

Well I've seen the jaguar, and there is a slew of new Lynx titles out, life is almost worth living again, if only Sonic were to be run over and Mario get a mushroom stuck up his bum all would be well with the world.

Lynx land is a bit quiet (What's new?), Telegames have launched Double Dragon and the rather good Desertstrike is on it's way, Atari have atleast put Lemmings out and there is more good software to follow.

Jaguar's patch on the other hand is brimful of titbits, lots of noises from Soft Co. 's here and in the US and this Cat will soon be really kicking Butt.

Who will be doing the Jaguar software? Atari for one will release 40 titles over the next 12 months, both in house products and those developed by outside companies and just published by Atari.

Virgin are to release a couple of film tie-ins, one based on a mildly successful Disney movie all about lamps and magic carpets, allegedly.

Gremlin are all set to grace the Jaguar with a few titles amongst which could be Zool, Zool 2 and Nigel Mansell , but other are assured.

21st Century released a rather special pinball game on Amiga last year and a sequel this year, the astonishingly playable Pinball Dreams and Pinball fantasies seem Jaguar bound.

It looks like the possibility of the Jaguar getting involved with heavy genetic experimentation are fading fast, oh well I always liked those Doug McClure Movies so much better.

Microprose, those US heavyweights, are all set to Pounce into the Jaguars domain, F1 Grand Prix, Super Impossible Mission, Tin Head and others are all set sail for Jaguar Island.

Accolade have joined the Jaguar Circus, and have a roll out of sports titles and the effervescent BUBSY rearing to grace the Cat.

SJ

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Tired of the same old Lynx games. You don't have enough money to buy any new titles. Well, why not advertise your old games in readers ads. In fact you can advertise anything you like, from old pairs of socks to copies of gardeners weekly. It will only cost you 50p for 25 words. To send in an advert, just fill out the form below in capital letters, put it in an envelope together with a cheque or postal order made out to 'Atari Entertainment'. Oh, and don't forget to send in your name and address as well.

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JAGUAR

Welcome to the new World of the Jaguar. The first 64-bit console, 4 times the power of the Megadrive or SNES, with the kind of custom chips and statistics that would give a SGI Indigo a run for its money.

The main features of the Jaguar are:

- 64-bit RISC-based multiprocessing architecture.
- A very high speed 106.4 Mbyte/sec 64-bit Data path.
- 27 MIPS Graphic Processor with 4K bytes of zero wait-state internal SRAM that is closely coupled with the Blitter that can perform a full range of graphics effects (including shading and rotations) at high speed yet is programmable for maximum flexibility.
- A programmable Object Processor that can act as a variety of different video architectures, such as an advanced sprite engine, pixel-mapped based systems, character mapped based systems and many others.
- 27 MIPS Digital Signal Processor with 8K bytes of zero wait-state internal SRAM for CD quality sound and full stereo capabilities.
- A Blitter that can perform a full range of logical operations at high speed with hardware support for Z-buffering and Gouraud shading.
- MC68000 CPU clocked at 13.3 MHz as a general purpose control processor.
- Lifelike quality 32-bit color on NTSC or PAL television screens, yielding greater than 16 million colors.
- ROM Cartridge capacity to 48 Megabits of compressed or uncompressed code. When compressed, equivalent to almost 400 Megabits.
- 16 Megabits of fast page-mode DRAM.
- An optional double speed CD-ROM drive.
- ComLynx I/O for networked multiconsole games.
- Two (expandable to literally dozens) enhanced Controller Ports, supporting digital and analog interfaces, as well as keyboards, lightguns and mice.
- High performance, ergonomically designed, Controller with Joypad, 3 fire buttons, Pause, Option, and 12-

key keypad with game-specific overlays.

- High speed synchronous serial port for connection to modems, cable TV networks and other high performance networks.

User's and developers alike will reap the benefits provided by the Jaguar system's -



programmable special effects capabilities. Users will delight in the ultra realism seen in computer generated images, from shadowing and depth distortion to three dimensional movement. And game designers will be both challenged and excited by the unlimited possibilities.

Some of the effects that can be created are: Texture Mapping:

A simple or complex image can be "wrapped" onto any two or three dimensional structure. This allows for an unlimited number of textures and images that can be made part of the

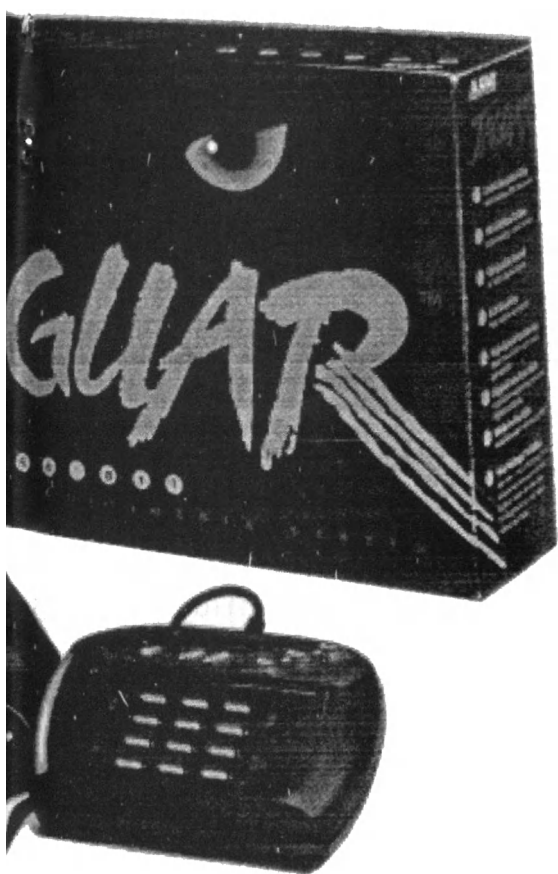
surface of complicated objects.

Morphing:

Animate and inanimate objects can be modified smoothly so that they appear to be transformed from one image to another. This effect was made popular by the blockbuster motion picture, "Terminator 2" and Michael Jackson's music video, "Black and White."

Warping:

Any image can be stretched, pulled, rotated or skewed in any way the programmer requires. This allows very real simulations of the interaction between physical objects such as



a football bouncing off the ground. It also permits the easy creation of cartoon-like imagery.

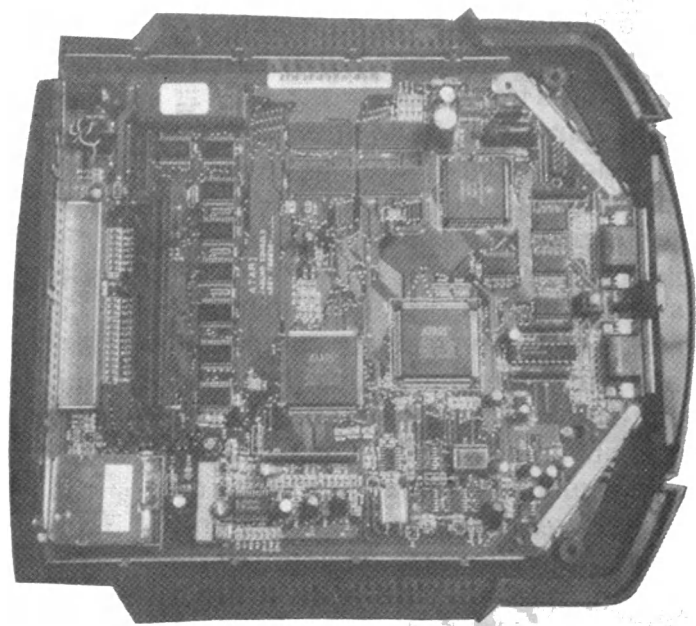
Lighting:

Single or multiple sources of lighting can be defined. The system will automatically illuminate objects based on their location relative to the light source(s). This creates realistic shading unsurpassed by any current video game manufacturer.

Transparency:

Use of the transparency feature makes it

simple to create effects that are normally complex to generate. For example, smoke and shadows can be made part of any game scenario, adding realism to the game experience.



"The imagery is something that needs to be seen to be believed," said Sam Tramiel, president of Atari. "Imagery is one thing, but wait until you see how you can interact with these images."

The Jaguar has full three-dimensional capabilities, with three-dimensional models that can rotate, be wildly distorted and even be texture mapped. Lighting sources can be defined so that objects are illuminated appropriately and at differing intensities, depending on the light intensity and its distance. With the full 16 megabits of system RAM available for game usage i.e., no needless operating system overhead, speed will be superior to other consumer entertainment experiences.

The Jaguar's sound system is based on Atari's proprietary, high speed Digital Signal Processor, with 16-bit stereo CD quality sound output. This allows for extremely realistic sounds, including human voices, cars racing, jets soaring, worlds colliding, and more. The Jaguar's synthesizer is used to create limitless boundaries in special effect sounds and the dramatic use of music. Fidelity is far beyond coin operated quality sound.

As a true multimedia platform, future applications for the Jaguar's 32-bit expansion port include connections into cable and telephone networks; a digital signal processor port for modem use and connection to digital audio peripherals such as DAT players. The Jaguar CD peripheral is a most anticipated feature, with a fast dual speed drive that can output data continuously at a rate of 350K bytes per second, or run at normal audio rates of 175K per second.

As well as being the repository for almost 700 megabytes of video game storage, the Jaguar CD Module is also being designed to interface with audio CD, Karaoke CD, CD+Graphics and optional Kodak Photo CD. Atari also plans to release an MPEG 2 cartridge which will allow users to play full length motion pictures from CD.

With the Jaguar CD-ROM drive comes the ability to deliver full-screen, full-color, full-motion video. Jaguar uses a video decompression system licensed from SuperMac Technologies called CinePak+.

The system permits over sixty minutes of video to be stored on a single compact disk (sic) and allows a game to use these video sequences at 30 frames a second. The result of this combination of technologies is to provide movie quality pictures that may be overlaid on the screen with computer generated excursion. At this fantasy driving resort, all vehicles are indestructible, and visitors can challenge their skills and courage by driving some of the most treacherous terrain and returning completely unscathed. Different levels are represented by a futuristic city, an old western town, a present day world and even a toy car world where you can drive in and around your furniture at breakneck speeds as if you were inside a toy racing car.

With this Fall's introduction of the Atari Jaguar, the ultimate video game system and the nation's first 64-bit interactive multimedia entertainment system, comes a plethora of both new and familiar game titles. Third party publishers include Ocean, US Gold, Krisalis, Anco, Microprose, Beyond, Eurosoft, Telegames, Tradewest and many others are actively designing software for the system, Atari programmers overseas and domestically have been developing and fine-tuning several titles for the Jaguar for release this year.

The dramatic use of 3D rendering and 24-bit graphics is most prevalent in games seen on the Jaguar system. Scanned and digitized character images, as well as detailed texture mapping, lighting and shadowing effects and unrestricted motion and speed all contribute to the next level of technology apparent in these games. And the 16-bit stereo capabilities and high fidelity CD quality sound combined with the imagery produce extraordinary results.

Some of the titles include:

Club Drive

The most exciting vacation park in the 21st century is the theme for this pulse quickening excursion. At this fantasy driving resort, all vehicles are indestructible, and visitors can challenge their skills and courage by driving some of the most treacherous terrain and returning completely unscathed. Different levels are represented by a futuristic city, an old western town, a present day world and even a toy car world where you can drive in and around your furniture at breakneck speeds as if you were inside a toy racing car. This true 3D polygon environment is completely new to the gaming world.

Checkered Flag 2

Jaguar Formula One Racing hits its peak with this version using real-time 3D generated action, akin to arcade quality racing games. Cars, buildings and roads are rendered in true 3D, with options to customize your car. The game features 100% true sound effects; crashes are realistic in both sound and imagery, with parts flying and tires screeching. Racing speed is markedly intensified.

Tiny Toon Adventures

Based on the popular Warner Bros. characters, this platform game utilizes the vibrant colors and graphics to the utmost. The storyline follows Buster Bunny, Babs Bunny and Plucky Duck as they embark on a rescue mission to save the planet Aurica. Bad boy Montana Max has a new toy: an Acme TiToonium-Gold Converter. The only place to get TiToonium is on the planet Aurica. The removal of TiToonium is causing grave ecological damage to Aurica. Armed with Acme Crazy Net, our heroes try to shut down the Acme TiToonium-Gold Converter. The object is to navigate through each level, locate the TiToonium Extractor within each level and pull the plug on it. With a transport beam pad, one of our heroes can be selected to climb, jump and run through each level so in the end, the planet can be saved.

Kasumi Ninja

The game is set on the small island of Kasumi in the West Pacific rim. The Kasumi Ninja are the world's finest Ninja warriors and a mist of invisibility from the Ninja Gods hides Kasumi from the world. Kasumi is undetectable, even by radar. The Gods have decided to intervene when Gyaku, a strong warrior, kills his family and the Gods must find a new strong warrior to battle him. But first, this new young Ninja must learn new skills and fight with nine other persona, each with unique martial arts abilities and special moves. The game incorporates superior graphics and animation with realistic landscapes and backgrounds. Ninja warriors utilize 91 different martial arts movements, with all the sound effects and audio consistent with this type of fighting.

We would like to thank Atari (UK) for their help in producing this article:

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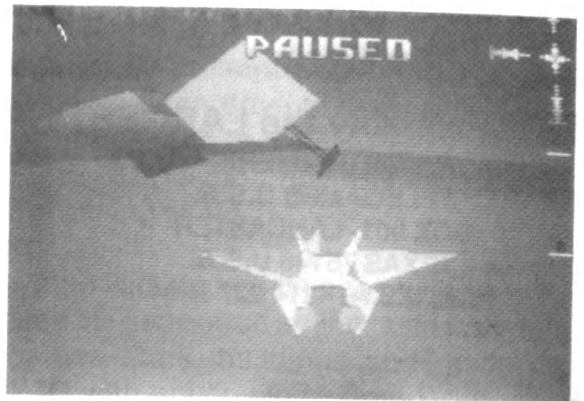
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CYBERMORPH

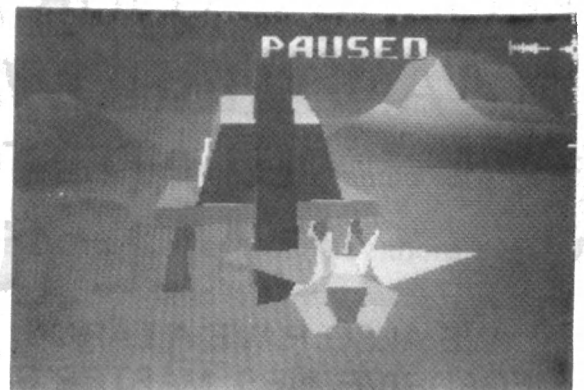
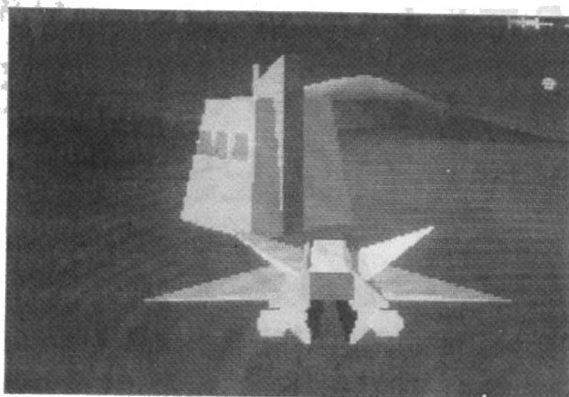
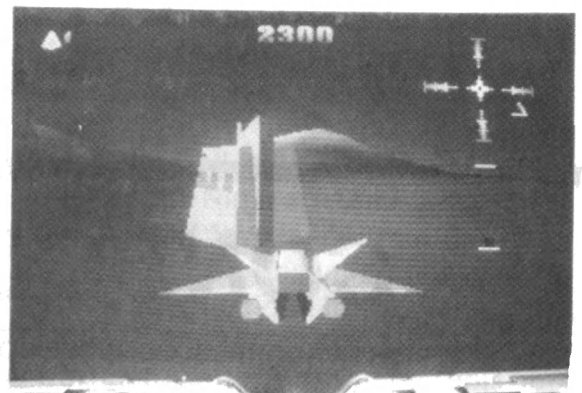
The first game for the world's first 64-bit super console. And what a scorcher it is too, so good Atari have made it the Pack-in title, forget Starwing or Slipheed, this is real time light sourced polygons at 50 frames per second, no linear game play here, fly where you want and kill what you kill. The freedom that Cybermorph gives you is so unlike the run of the mill 3D shooters that have appeared as so called state of the art games on the Sega and Nintendo systems. This is really different, much more like a big PC SF game, but without the 1000+ costs involved and so much smoother and faster. So Cybermorph is cool, but what is it? Select your planet (Up to fifty choices) and dive in, find and rescue the stranded survivors, and avoid the planet's defences. Beware of your holographic side kick, and she's got a snappy line in sarcastic comments to bait you with, in real voice too. Avoid those real tall hills and canyon walls, boy some of these planets need help with their colour schemes, don't crash into the buildings and waste those aliens, but don't forget to keep an eye on your sensor array, after all you are here to rescue those other pilot dudes. Your ship is awesome, not only does it bristler with death inducing weaponry, but it actually changes shape to accomodate the environment. As you accelerate the ship becomes streamlined and slippery, decelerate and it widens to catch more air and slow down. Go down low and the ship's shape responds, try to scrape over a canyon wall and the shape matches the action.

It may sound weird, but the dynamic motion of the ship makes you dodge and weave as you play the game.



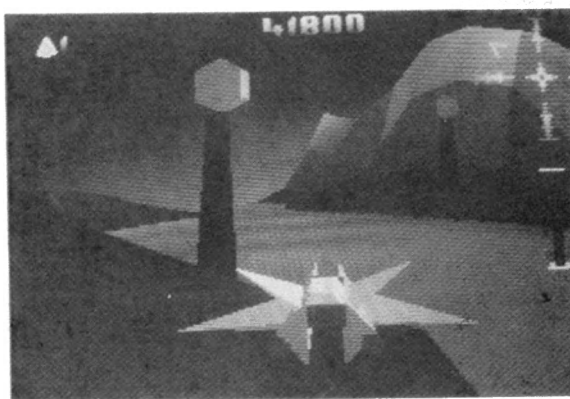
The scenery is very strange, do battle across lilac oceans beneath emerald skies, soar over orange hills and down screaming yellow valleys. Feel the motion with the accurately light sourced graphics and wacky gourd shading.

The sound really deserves a mention as well, let us not dwell upon Atari's reputation as far the Lynx goes, instead let us experience the ear splitting sonics of the Jaguar, excellent stereo, superb voice effects. Loud and realistic explosions, really much better than anything Atari has managed in the past, then again a 27Mhz DSP samples at rates higher than CD. And should pack a mean audio punch. At last a super effect from the oldest kid on the gaming block,

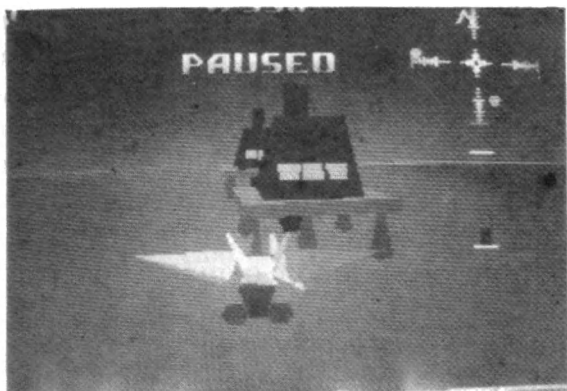




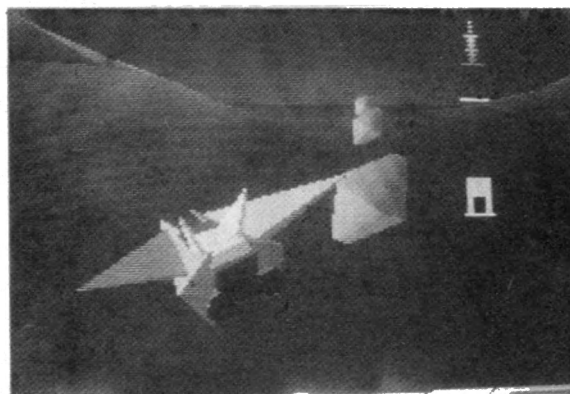
AT THESE KINDS OF SPEEDS IT'S BEST TO
WHERE A SAFETY BELT



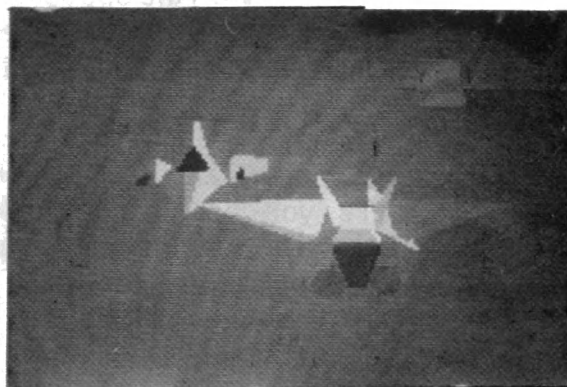
DODGE AND WEAVE THROUGH
THE DANGEROUS CANYONS



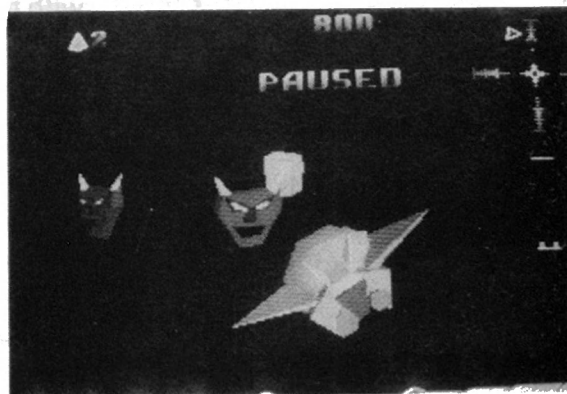
and one that has the other lads looking over their shoulders as the big cat pounds past them onto the NEXT LEVEL, the 64-bit level. Cybermorph will blow away those 16-bit babies, and kick 32-bits right up the butt, fly Atari Air, fly CYBERMORPH



PICK UP THE CRYSTALS
DOTTED AROUND THE LUNA
LANDSCAPE



FLY TO LOW AND SINEAD WILL
START BEING SARCASTIC



LEVEL 2 IS A COMPLETELY
DIFFERENT KETTLE OF FISH

GRAPHICS  90%

SOUND  90%

PLAYABILITY  80%

OVERALL  90%

MACHINE : JAGUAR

COMPANY :
ATARI

FORMAT:
CARTRIDGE

AVAILABLE :
NOW

PRICE :
PACK-IN GAME



STEVE

EUROPEAN SOCCER

CHALLENGE

Match Of The Day With Alexander Johnson: The Euro Sock Challenge

It's those damn americans again isn't it ?! I mean, when I was a lad we used to play FOOTBALL. None of this nancy Soccer stuff around in the good old days. 'Course the sort of football, I, personally, used to play isn't legal these days anyway. The world's gone soft, I mean, what's the point of only tackling players who have the ball ? Modern football's played by wimps (except, of course, for Vinnie Jones).

Anyway, European Sock(er) Challenge is a football game (and nothing to do with woollen footware, as might be supposed from the title) more than that: it's a damn fine football game. Everybody has a favourite move they like to try when they first play a new footie sim, me I attempt to foul my own goalkeeper, failing that I try and foul the opposing team's goalie. Alas ESC does not allow either of my favourite unconventional moves; but it does allow most of the conventional ones - including fouling everybody else. You can slide (hack those sprites !) kick high & low balls as hard or soft as you choose, volley, tackle from a short distance or close up, curve your shots, dribble round opponents, chip, head the ball, blast and use a variety of combination shots. Football simulations are divided into two categories: 1) Kick-Off and its clones, and 2) OTHERS. ESC comes under the category of OTHERS. Now, I doubt there is a games reviewer alive who will quibble with the statement that Kick-Off, Kick-Off 2 & Kick-Off Player Manager are the best football sims that money can buy. ESC unhappily is not in their - call it the PREMIER - league.

However ESC is well up there with the leaders in the First division. Kick-Off games are viewed from almost directly overhead, the players represented by chunky little sprites with lots of amusing mannerisms. OTHERS are generally viewed from slightly up and to one side, giving a view similiar to a spectator midway up the terraces. This is the point of view that ESC takes. Traditionally OTHERS are slow, have poor scrolling and notoriously

bad ball movement. ESC by contrast is very fast, has excellent and oily smooth scrolling and realistic ball movement & control. The graphics are slightly fuzzy, poorly defined and the colours a bit washed out, which looks odd when the sprites are stationary but appears quite realistic when they are running. Players come in a variety of colours, teams and nationalities: each country having up to twelve teams to choose from. Other options include: altering use of A & B buttons, password facility so you don't have to replay all the stages of a tournament to get back to that final you keep losing, length of match from 4 mins to 90.

The game itself is played either as a one off 'friendly' or a four stage tournament.

The teams themselves are very different. An obscure team from Cyprus or Albania will be slower, less organised and less succesful at tackling than a top rate team from England or Germany. This allows for an almost infinite variety of matches and caters for all skill levels. To play a hard 'friendly', take a crap team for yourself and let the computer play a good team. For an easy game do the opposite. For an unloseable game play Liverpool against Albania's 'Flamurtari'. Although, regardless of which team you choose the goalies are consistently above average and scoring a goal, even if you can run rings around your opponents, is not easy. In the tournament, the computer controlled teams get steadily better & faster as the stages progress. The team you play in the final will annihilate all but the luckiest player. And luck does play an important part in this game as there is no facility for an overall view of the pitch. IE: when you attempt a long pass you're playing more with luck than judgement. The computer, of course, knows exactly where all it's players are at all times and is capable of devastating combination passing.

So the graphics are reasonably good, even if they consist solely of players & pitch (no crowd scenes or adverts around the side of the stadium) but the playability is truly -

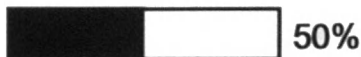
superb. What about sound I hear you cry! Well yes indeed, what about sound. The in-game sound effect (singular) consists of an unconvincing donk every time the ball is kicked. A sound effect that most £3.99 LCD games can better. There is no proper whistle-not even at half and full time, let alone for free kicks and kick-offs; instead you occasionally get about a tenth of a second of high pitched donk that sound rather like a strangled cricket someone's just trodden on. There are no crowd noises when goals are scored or conceded, there are no background tunes (well there is an annoying and repetitive one when you are sorting out your options, but nothing during play). In short there is no effective sound. And that's a shame, because with decent sound effects this would have been a truly great football game instead of just a very good one. In conclusion, I would say that if you like football or sport sims in general, you will love this game, and if you get to play it in two player comlynx mode you will undoubtedly want to have its babies.

If you don't really like football games much anyway, this is still worth a look as it's far more playable than most. I realise that by now I'm labouring the point a bit, but despite the lack of sound the playability of this game really does make it worth your while-not to mention your hard scrounged dosh. As always: rent first, buy later.

GRAPHICS



SOUND



PLAYABILITY



OVERALL



MACHINE : ATARI LYNX

COMPANY :
TELEGAMES

FORMAT:
CARTRIDGE

AVAILABLE :
NOW

PRICE :
£34.99



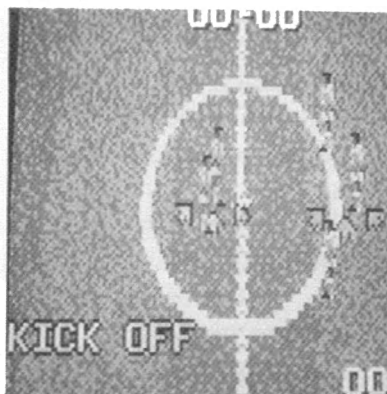
ALEX



THE TITLE SCREEN GIVES YOU ALL THE OPTION FOR THE GAME



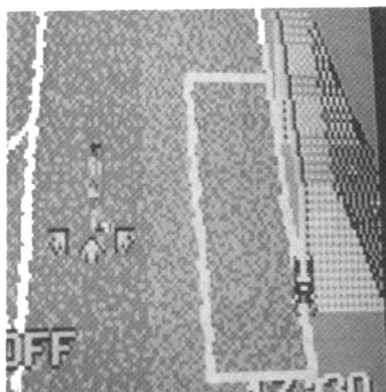
CHOOSE YOUR TEAM AND YOUR PLAYERS



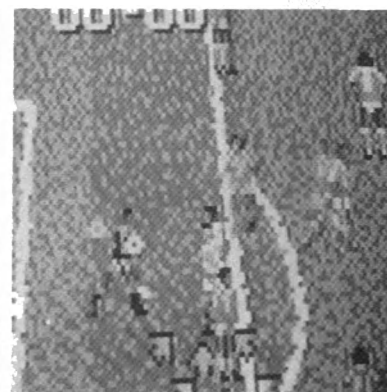
KICK OFF FOR SOME SERIOUS FOOTBALL ACTION



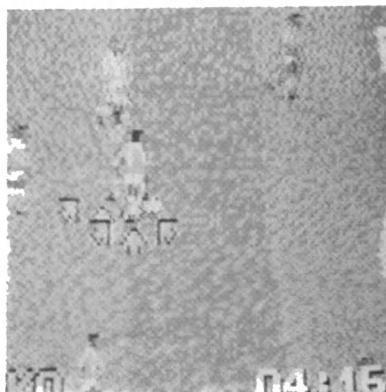
THE HALF TIME WHISTLE BLOWS, AND ITS BACK TO THE DRESSING ROOM FOR A TEAM TALK



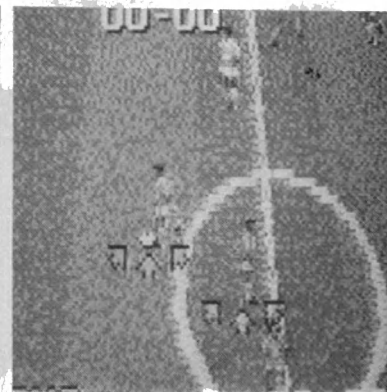
A GOOD HEADER IN THE BOX AND YOU COULD SCORE



WAKE UP YOUR GOALIE BEFORE ITS 10-0



LONG PASSES ARE VERY GOOD AS LONG AS YOU KNOW WHERE YOUR PLAYERS ARE



A CHANCE TO SCORE BEFORE THE FULL TIME WHISTLE

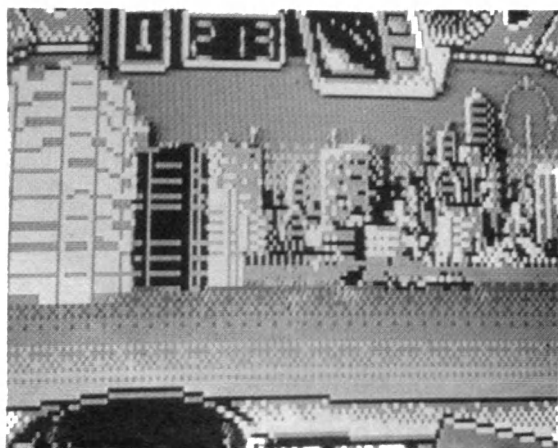
BATTLEWHEELS

Battle Wheels, Battle Wheels, Battle Wheels, goodness gracious, me a new Lynx game, wonders will never cease.

Beyond (A US Company, not an old English Soft Co.) have taken the burden of publishing this new Lynx title, brave souls these Americans. Battle Wheels is the tale of high tech combat as gladiators of the future, Crash and Burn.....

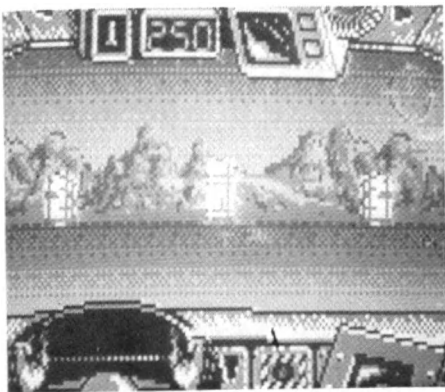
Two to six future warriors blast and smash it out in the arena for the visceral entertainment of the crowd, and these can be either computer players or Real people com-lynxed up. Your car comes equipped with radar, pretty handy on the mean Wastelands level, and you can play against dumb foot rookies up to psycho Dark lords, you are able to plunge straight in and run a standard car or go the whole hog and create your own custom monstrosity bristling with weapons (if you bank balance can handle it).

In multiplayer mode you can declare outright war on all contestants or team up as Red Devils and White Knights to duel to the death. As you plunge into the game you can choose

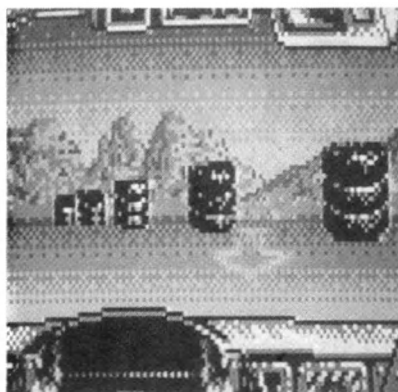


from foot class to heavy motors, a multiplayer on foot game is like a multiplayer Castle Wolfenstein on the PC and really rather good. I rather liked this game, its good to see the Lynx's hardware being used, lots of nice scaling in this title, as you hurtle around the various landscapes avoiding the futuristic weapon laden cars. Using the radar you select your quarry and zero in at speed to waste them, take a couple out with missiles, and use your rear flame thrower to eliminate the bothersome driver running to splash your wheels. A cross between Roller ball and Outrun, you gain real satisfaction from the crunching as you power over the prone form of a fellow combatant. Bloodlust runs pretty high in this little game, especially when you Lynx-Up for some multiplayer slaughter, tempers can run rather hot.

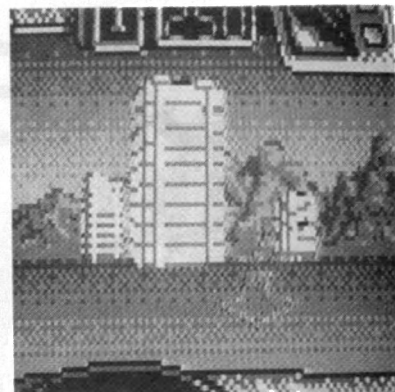
There is no great depth in this product, no strategy as such, just be the fastest, badest dude in the show and walk, or crawl away as the last surviving driver. Real animals need only apply, cultivate your psychosis, and feel the need for speed and BIG Guns. No wimps and no turn signals here, and don't forget USE



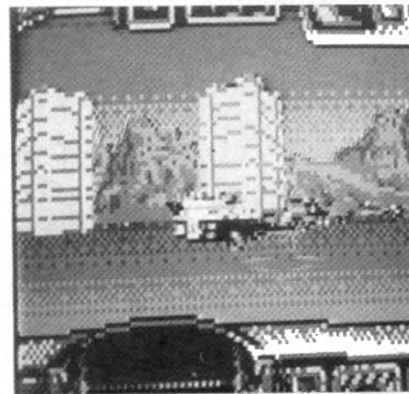
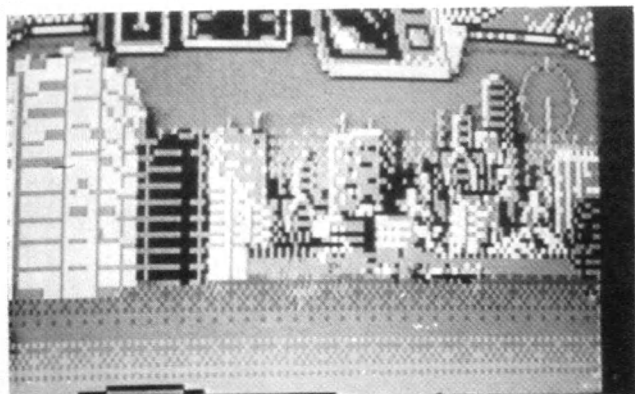
START OFF IN THE DESOLATE WASTELAND THAT WAS ONCE A TOWN



KEEP AWAY FORM THE MYSTERIOUS BLACK TOWERS



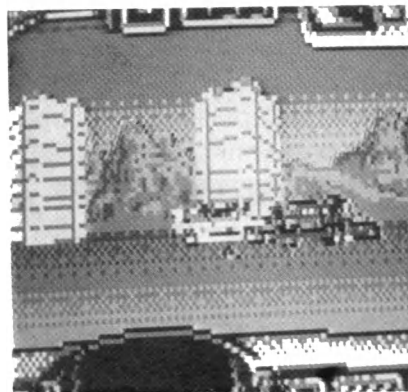
HEAD TOWARDS THE BUILDINGS FOR SOME COVER



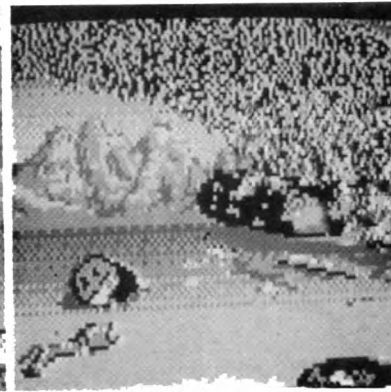
THE RADAR, cause the other guys sure do. Sound, as usual, is very average and the manual is not exactly the clearest publication in the english language, but then again who cares when you can run over your best (or worst) mate, and then reverse over the corpse.....

HERE COMES YOUR OPPONENTS ALL READY TO BLOW YOU AWAY

DRIVE AWAY FORM THE TROUBLE



BLAST THE OPPOSITION WHILE YOU HAVE THE CHANCE



TOO MANY HITS AND FINALLY YOU EXPLODE

GRAPHICS  70%

SOUND  60%

PLAYABILITY  80%

OVERALL  80%

MACHINE : ATARI LYNX

COMPANY :
BEYOND

FORMAT:
CARTRIDGE

AVAILABLE :
NOW

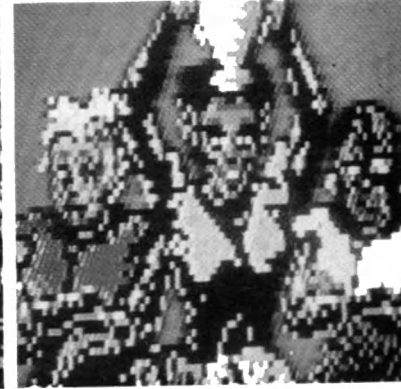
PRICE :
£29.99



STEVE



THE DREADED YELLOW CAR WINS AND TAKES THE CUP



ALL YOU CAN DO IS PICK UP YOUR SEVERED ARM AND TRY AGAIN

CRESCENT GALAXY

The first shoot-em-up for the Jaguar, and one of the first five games released for the machine.

Crescent Galaxy is a visually stunning blasting game, where you take the part of Corporal Trevor McFur of the Circle Reserve Core. Returning from a deep space reconnaissance mission, you and your shipmate intercept a long range transmission telling you that you are the only hope in saving the galaxy against a ruthless creature.

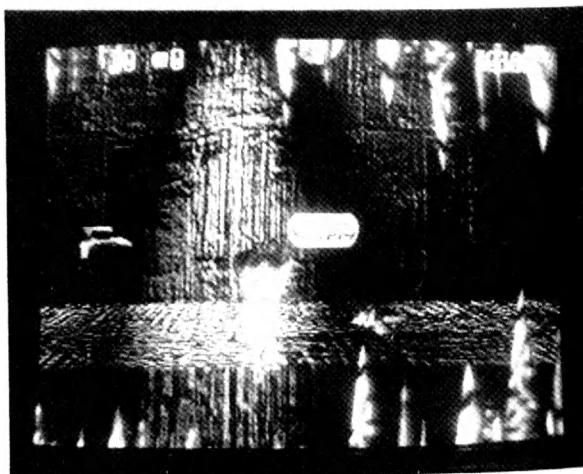
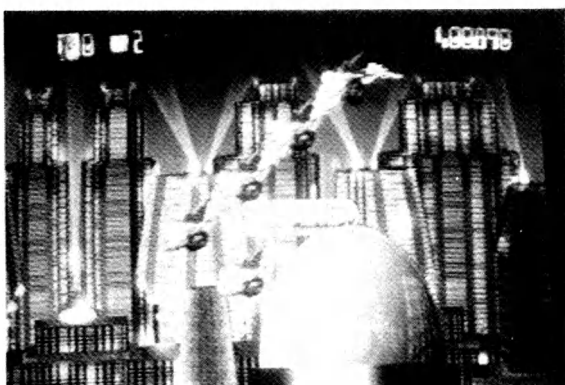
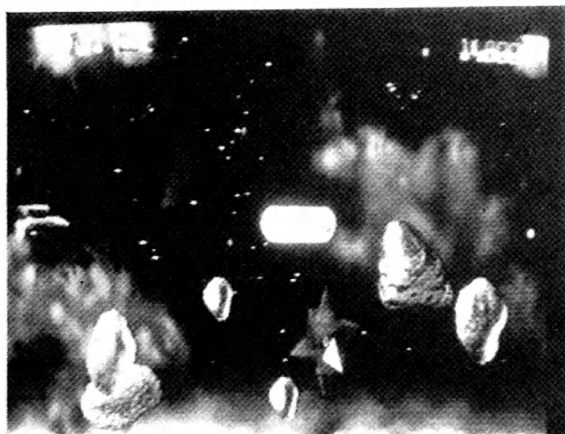
The game style is of R-type but with far more colours and much more detailed levels. There are nine levels, reflecting five different worlds. Each level is highly colourful, with some of the best backdrops ever seen on an arcade shoot-em-up (let alone a con sole).

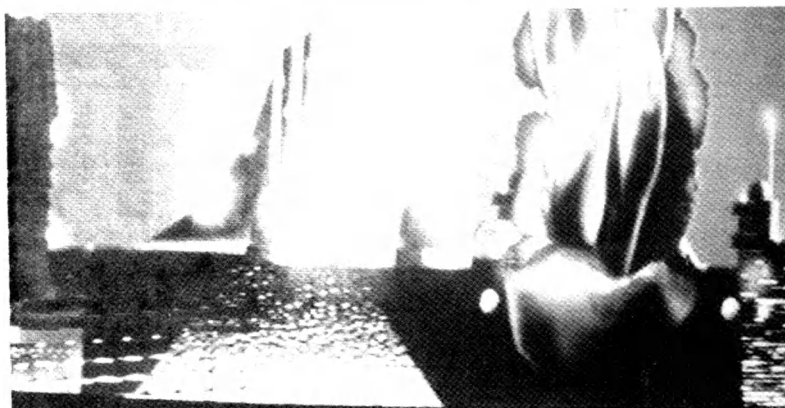
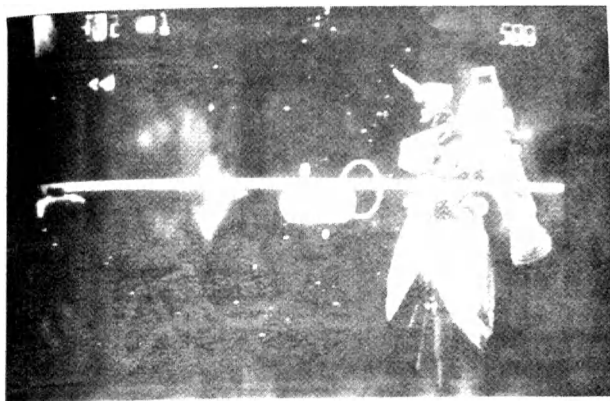
Your ship moves at an incredible speed, and the scrolling is just perfect. Pick up loads of extra weapons as you go including an extra space ship that blasts a path through your enemies, smart bombs and protective shields. Enemies and allies include: Pop-up Poppies which explode when they sense an enemy nearby; Geysers which can spurt forth abrupt blasts of nuclear steam erupting from the



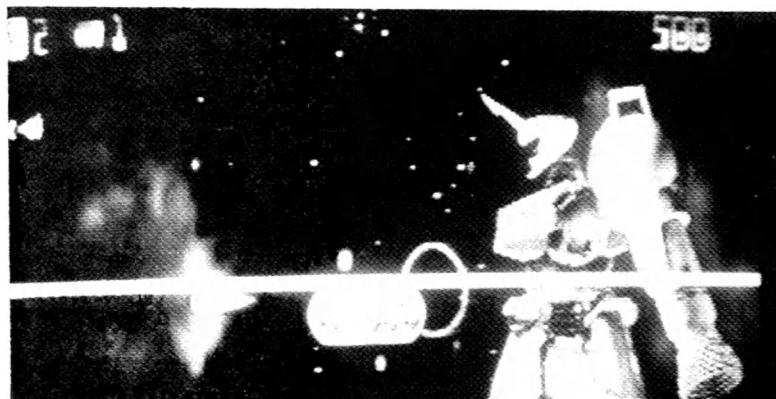
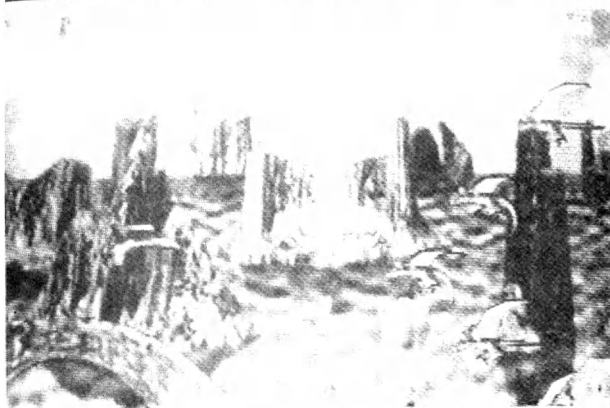
Planets core; and bothersome creatures such as skeletal Vultures, Scorpions and flying Dinos and dozens more. The end of level baddies are also pretty mean, with everything from a giant flying green mushroom space-ship to a tall mud slinging mud man.

Everything about this game oozes quality. The backgrounds are superb, the sound is exceptional with explosions that literal rock the room. All that can be really said is that this is an excellent looking title that is sure to please the shoot-em-up fans amongst us. Full review next issue.

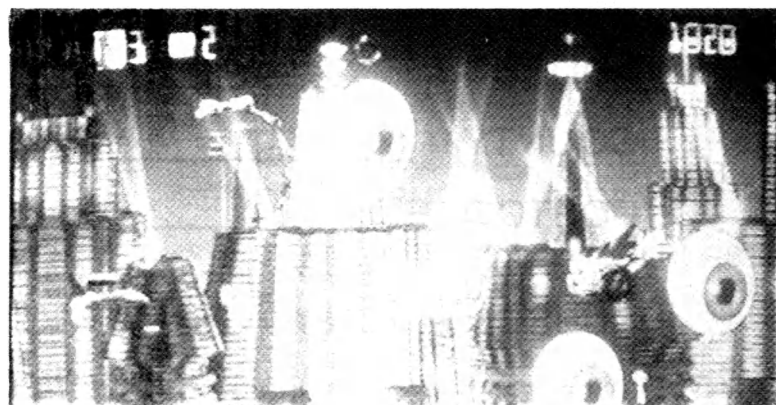
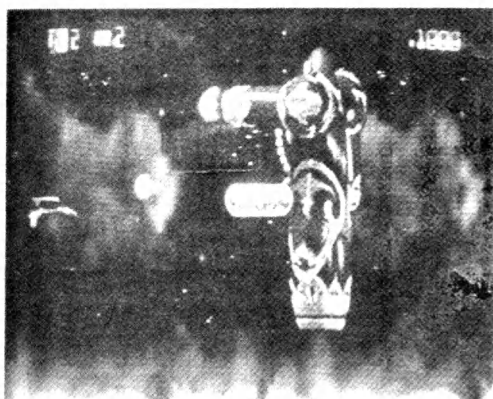




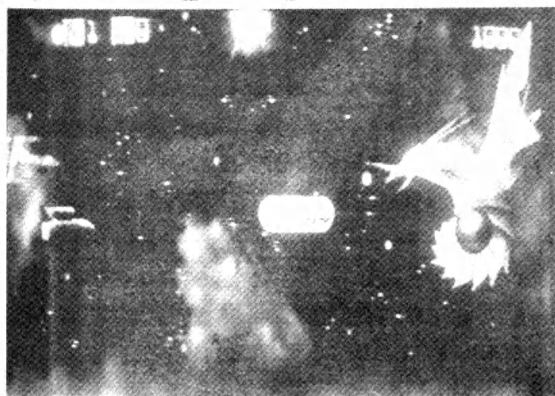
WITHOUT THE PROTECTIVE SHIELD
YOU WOULD BE TOAST.



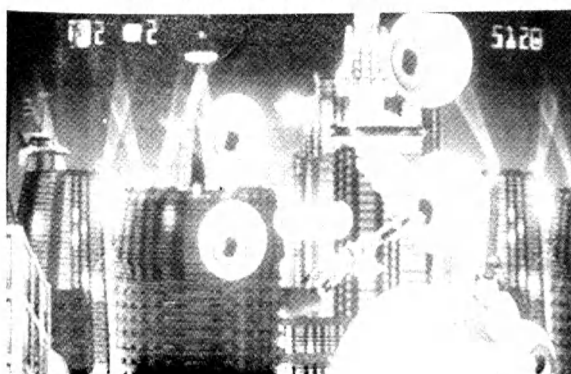
KEEP BLASTING, AS THIS END OF LEVEL
GUARDIAN IS ONE MEAN DUDE.



THE EYES HAVE IT, SHOOT THEM BEFORE THEY
BURST AND SHOWER YOU WITH DEBRIS



MR MUD MAN. BE CAREFUL YOU DO
NOT GET IN THE WAY OF HIS ARMS, AS
YOU WILL INSTANTLY LOSE A LIFE



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ISS1-DEC93

LEMMINGS - all the codes

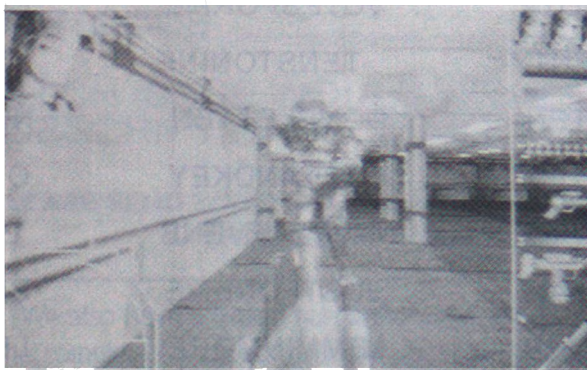
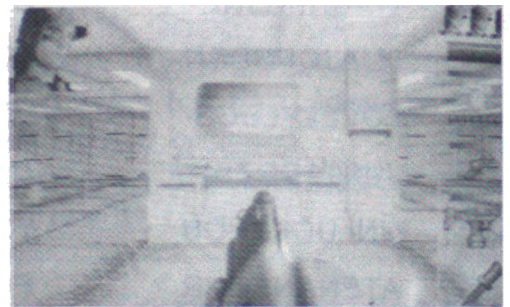
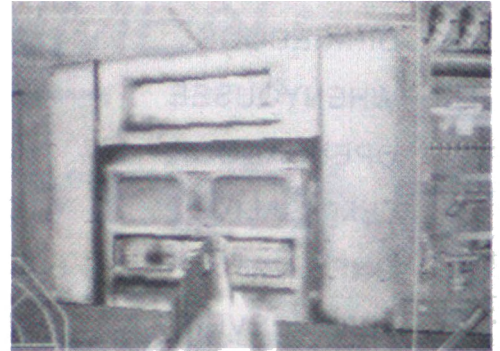
FUN	TRICKY	TAXING	MAYHEM
	KELLIESEYE	SEEITTONON	NEARLYGONE
DINKIEDOOS	SINGLEDUCK	JUSTFORYOU	LEMMINGDUE
WHENYOUSEE	LOOKANDSEE	RUNANDFLEE	SPENDSPREE
OPENSADOOR	MANYANMORE	DOORTODOOR	ONTHEFLOOR
LEMMSALIVE	CANSURVIVE	STILLALIVE	UNCLECLIVE
ONESINAFIX	LENSBRICKS	FIXEDMYFIX	CLOGCLICKS
LUCKYSEVEN	WALKINGSTK	ANUREBEVAN	DIFFERENCE
ONEFATLADY	DONTBELATE	HELPMEMATE	WAITANWAIT
WASHINLINE	DOINITFINE	DRINKNWINE	EATANDDINE
JMAJORSDEN	LEMMSAGAIN	TENPERCENT	TENTONTESS
LOVELYLEGS	LEMMINLEGS	STICKUPTWO	BINISTHREE
JUSTADOZEN	ONTHESELF	DIGINDELVE	TWOTIMESIX
UNLUCKYYOU	YOURINLUCK	HISBADLUCK	RETURNHOME
ATENANFOUR	FOURTEENIE	TEENSFORTH	TWICELUCKY
THREEFIVES	FIVETEENIE	TEENSFIFTH	NINEANDSIX
VERYSWEETY	SUGARLEVEL	NOTSOSWEET	CHARITYNUM
SEVENANTEN	YEARTOWAIT	DRIVEUKCAR	STILLYOUNG
KEYOFADOOR	AGECANVOTE	VOTESFORME	COMESOFAGE
LASTEENAGE	LESSTWENTY	TENSTONINE	OLDERSTILL
SECONDSCOR	TOTIMESTEN	DOUBLESTEN	NUMBTWENTY
TODAYTODAY	HALFANSWER	LOCKANDKEY	OLDERLEMMS
DOUBLEDUCK	DUCKSTWICE	TWOLELENS	LEMMINDUCK
TWOANTHREE	ONEISFORME	JUSTFOREME	SOONBEFREE
SENTRYDOOR	PLAYINMORE	LEMMINMORE	LEMMSSTORE
QUARTERTON	LEMSSTRIVE	JIVEANJIVE	LEMMSDRIVE
THISISAFIX	SHOPSTICKS	LEMSINAFIX	YOURINAFIX
LOWINDEVON	ALUCKYDUCK	LEMSHEAVON	LEMTODEVON
SELLBYDATE	SHUTMYGATE	GARDENGATE	TWOSTOPLAY
GOLDENLINE	WOTSMYKINE	STARTOWINE	ONEAFTERME
DIRTYGIRTY	HURTYHURTY	FIVEXSIXIS	LEMMSFINAL

WE WOULD LIKE TO THANK DUMOULIN DENIS FOR PROVIDING THE CODES

ALIEN VS PREDATOR

I suppose it had to happen. Two of the biggest movie monsters of the past decade, together in one game. Well for once the Atari conversion is completely different from it's other console cousins. Where as other conversions (on inferior consoles) take the highly unoriginal side on beat-em-up view the Jaguar version puts you into a 3D Wolverstein world.

You find yourself on a colony installation somewhere in the galaxy. Depending on which character you choose, the objectives are different. Be the Alien if you wish, the Predator or just be a grunt colonial marine. Each character has it's own strengh's and weaknesses, which can lead to strategy playing an important part in your game playing. Although not confirmed, we believe that it may be possible to have a multi-player game using the much speculated about Com-Lynx connection to the Lynx. We have no idea how it would work but it certainly sound intresting. By choosing the marine you immediately have access to an arsenal of weapons. The exact one you are using is displayed on the side of the screen. Other items shown include an ammunition -



count, the amount of lives remaining and a screen indicating where your next pick-up item is. At the bottom left hand side of the screen is located a range tracker. This item determines if there is anything in front or behind you. Like in the movies it will have some continuous spine tingling bleep. The playing area is rather large, with all the items you would expect to find on a colony base like a Medical bay, Docking area, Armoury e.t.c

Although only half finished this game looks amazing. With full 3D rendering that is as smooth as a babies bottom. This is sure to be a huge hit when it finally appears in February 94. Full review next issue.



PREVIEW



Operate the console to find out what is happening



Watch out.
Behind that corner could be something deadly waiting for you



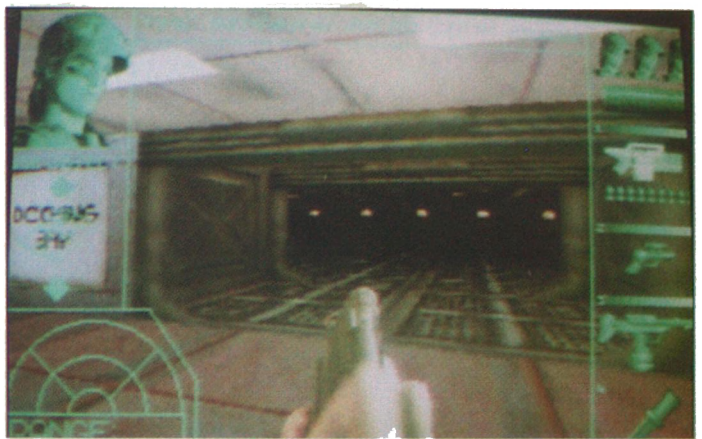
Point blank range.
Shoot him quickly before he throws his fighting spear.



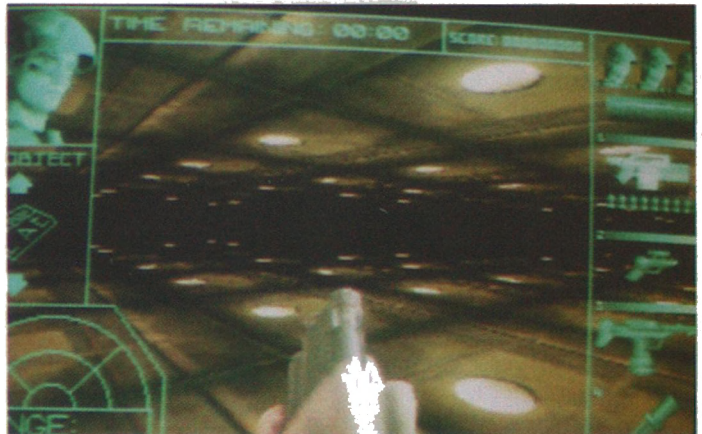
You can't shoot through glass, so just make a sharp exit



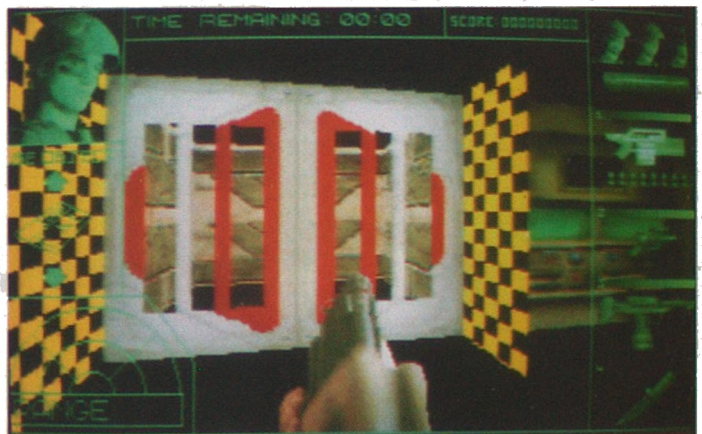
Lost Again! Turn first right down the corridor,
through the Alien nest and the gents are on the left hand side



THE LOADING BAY, MANY HORRORS AWAIT YOU IN THERE



BEWARE OF THE ALIEN COCOONS HIDDEN AROUND THE BAY



OOPS! MUST HAVE TAKEN A WRONG TURNING ALONG THE WAY



FACE TO FACE AGAIN WITH A PREDATOR. SHOOT QUICKLY

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